# CYBERTRUCK SIMULATOR



AUDIO PROJECT by
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It doesn't actually look this good

# Summary

- The year is 2069. Earth has burned to a crisp, and humanity moved to Mars.

- It is your job to deliver Not-a-Flamethrowers to customers in Day City*, one of the last remaining habitats on mars.

- Uses the HDR pipeline

*legally distinct from Night City

# Audio Patterns

- Sequencing
  - Airlock doors
  - Missile launchers
- States
  - Inside / outside habitat, Air pressure
  - Engine rpm is using snapshots
  - Low HP using snapshots
- Switches
  - Tire sound based on surface

# Audio Patterns

- Real-Time Parameter Control
  - Tire skid sound is dependent on slip speed
  - Engine sound is dependent on rpm
  - All external sounds are dependent on air-pressure
- Variation and Randomization
  - Impact sound of car
  - Laser firing
  - Rocket Launcher firing

# Engine Sound

- We used Krotos Igniter to create car engine loops at predetermined rpms

- In order to control the sound dynamically, crossfade between the different loops programmatically

- Adjust the pitch of the loop to match the natural pitch of the next loop using snapshots